Game Design Document

Fill up the following document

1. Write the title of your project.

Zombie Run

1. What is the goal of the game?

Prevent yourself from getting caught by the zombie.

1. Write a brief story of your game.

Zombies invaded the village and are trying to take over neighboring

villages. As Zahraa is the only person left, she tries to escape, but

zombies seem to notice her and chase her.

1. Which are the playing characters of this game?

* Playing characters are the ones who respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Zahraa | She can run, jump once she collects coins, she can be invisible for 5 seconds. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | zombies | Walk, and chase Zahraa |
| 2 | stones | Obstacle, hindrence |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* Add images of the game scenes to show each of the playing and non-playing characters at least once.

Diagram

Description automatically generated

How do you plan to make your game engaging?

I will add an invisible feature when the player collects the coins, with sound effects and a reset button with a scoreboard too that will make the game engaging.